The Language of Art

**Representational art**

* Art that represents and resembles the real world
* Photography is the most representational form of art

**Abstract art**

* We can identify the objects but they do not seem to be natural
* Abstraction must be derived from something!!

**Non-objective (non-representational) art**

* Art that does not make any reference to the natural world
* Father of this movement is **Jackson Pollock**

**Form**

* Deals with purely visual aspects
* Manipulation of the formal elements and principle of design

**Content**

* Implies subject matter, story, narrative and information
* Message to be communicated
* Not all artwork has content

**Iconography**

* The study of the meaning of images
* How art historians decipher the meaning of paintings

Lines

**Horizontal lines**

* Indicates lack of movement

**Vertical lines**

* Possibility of movement
* Restriction is placed on the viewer

**Rectilinear lines**

* Man-made, not found in nature
* Can easily be reproduced

**Diagonal lines**

* There is action in motion as the brain knows that these types of lines cannot exist forever

**Curvilinear lines**

* Found in nature, cannot be easily reproduced and they are free flowing

**Outline**

* Primitive art drawings
* Created by children but professional artist use them in their works though

**Contour Lines**

* Indicates curves or edges for an object (boundaries)
* Establishes volume, 3D awesomeness and mass

**Implied lines**

* No physical lines present
* Created through pointing, staring, gesturing, etc towards an object

**Expressive line**

* How was the author feeling while he/she was painting this piece of art
* Angry? Sad? Happy?
* Vincent Van Gogh

**Analytical line**

* Not to be confused with rectilinear lines
* Based on mathematical principles and can easily be reproduced

**Classical line**

* Ratio, proportion, and balance
* Greeks and Romans cherished this who then inspired the artists of the Renaissance
* Based on beauty and aesthetics

**Hatching and cross-hatching**

* Both are used to describe light and darkness in a painting